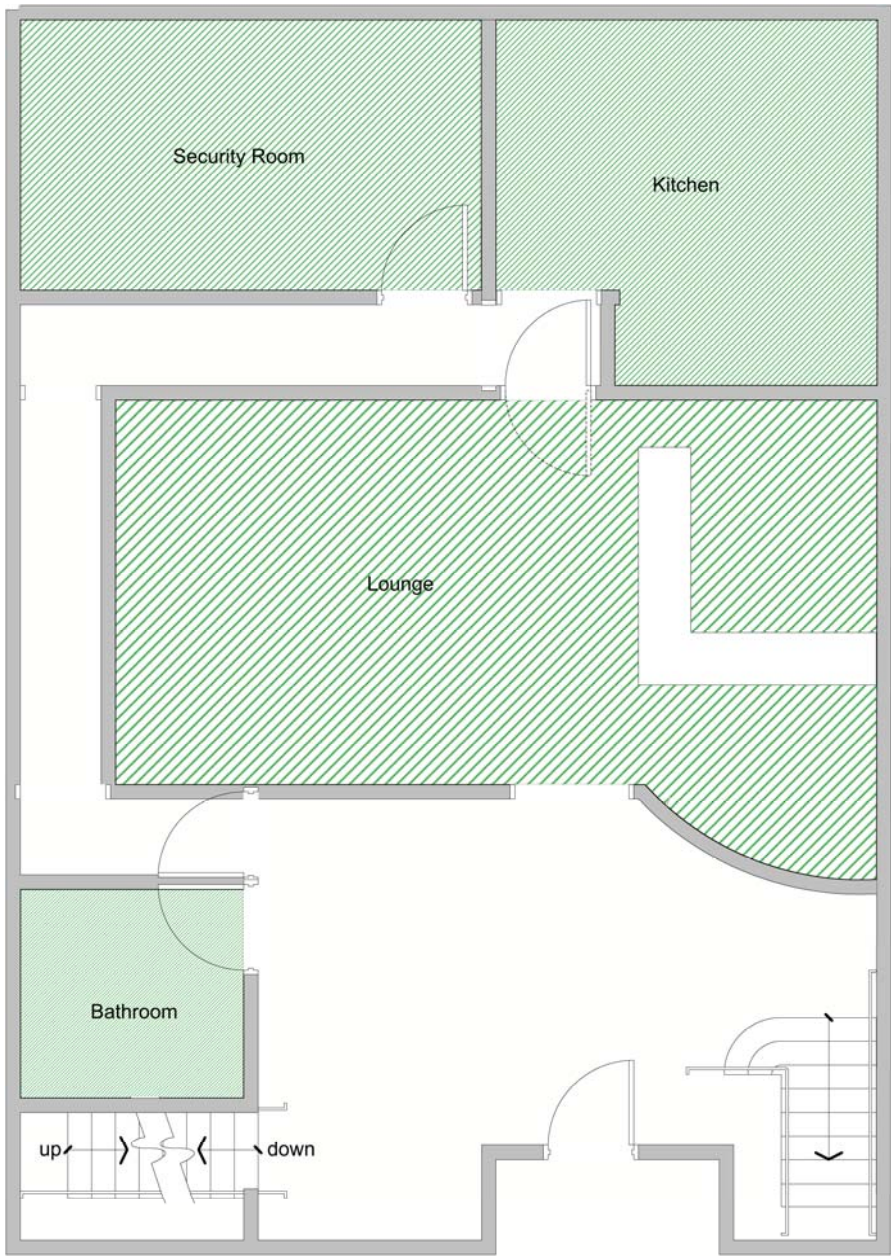


SHADOWRUN Missions

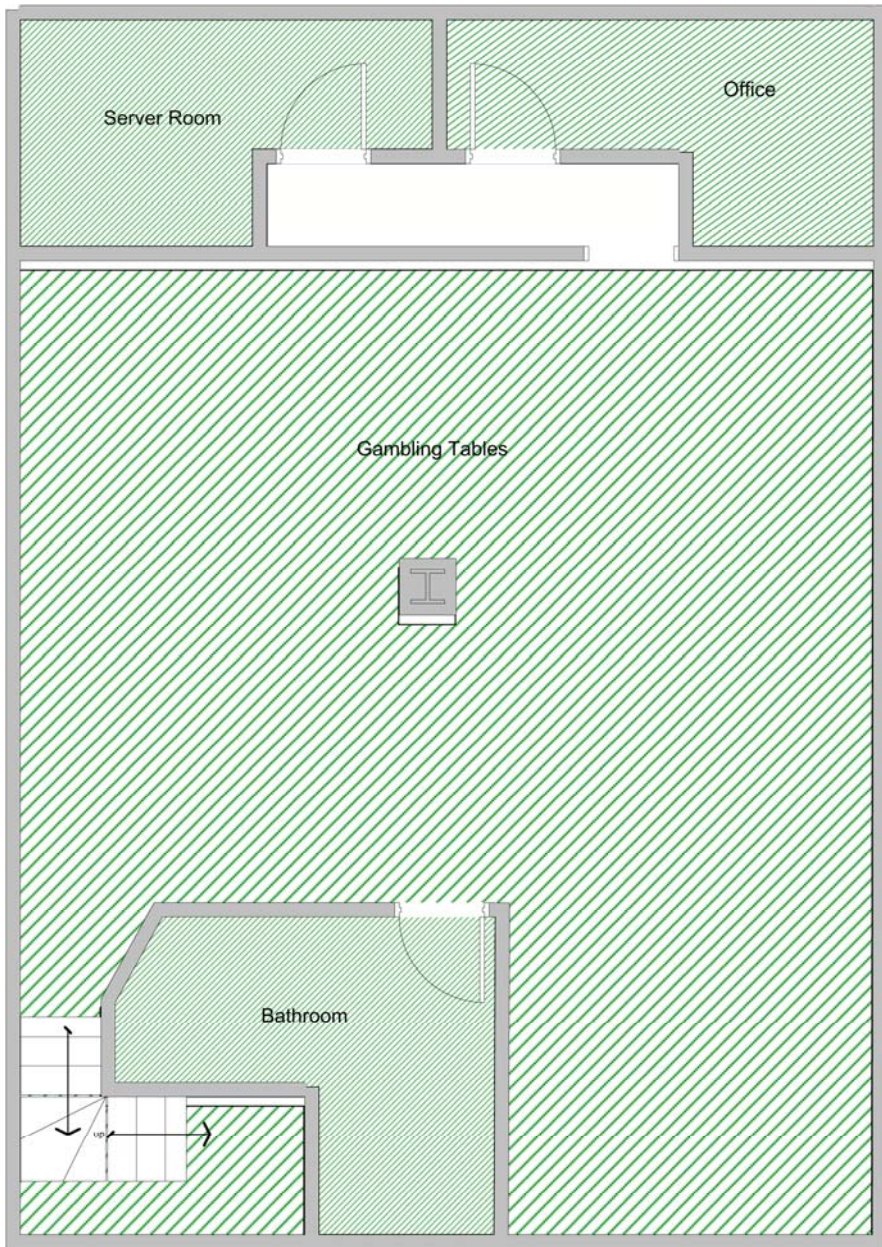
Rising Sin Player Handouts

Rising Sin is an adventure for the *Shadowrun* game system and the *Shadowrun Missions* campaign setting. It may be used for players and characters of all experience levels. For use with *Shadowrun, Fourth Edition*™

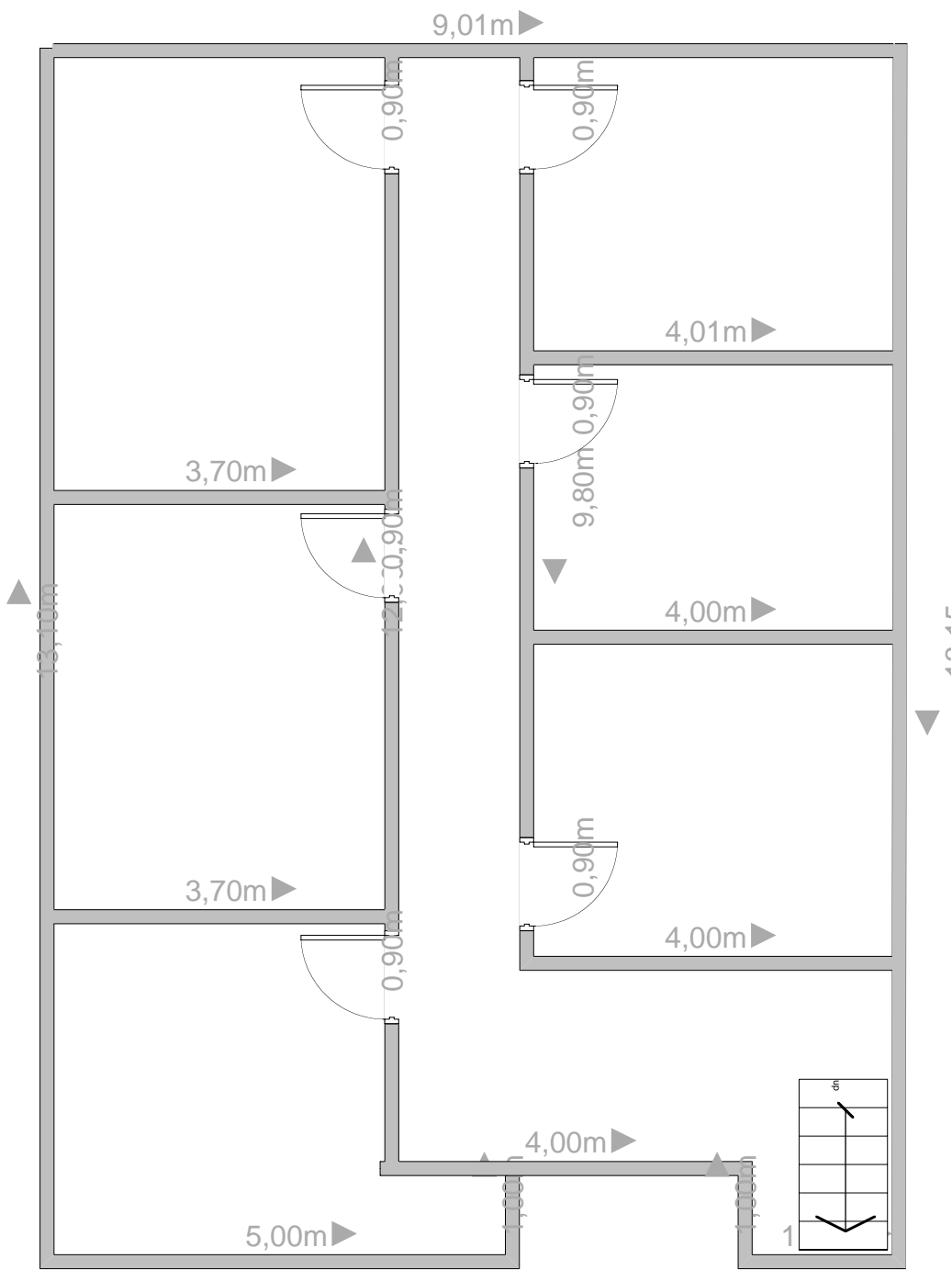




Ground level



Basement/Casino



Upper floors (2)

Tabby is a changeling human female, 5'6" (1.7m) who weighs in at 135 lbs (62 kg). Athletic and furry are two of the first words to come to mind when describing her. She has tawny two toned fur and cat slit eyes.

With SURGE came a need to re-invent herself. On the surface, she's playful and to the point. Underneath, is a woman who had her sense of self-identity stripped away from her by a random surge of ambient mana.

Specializing in Corporate politics, Tabby tries to avoid dealing directly with the syndicates whenever possible. She is based primarily in the CAS sector and does occasional work in the Hub or outlying sectors of Denver when a favor is called in from her associates.

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Tabitha "Tabby" Morgan

Corporate Fixer
Changeling Female

Connection Rating: 3

B A R S C I L W IP
? ? ? ? 5 5 4 5 1

Key Active Skills: Con: 4, Dodge: 2, Electronics Skill Group: 2, Etiquette: 5, Intimidation: 3, Negotiation: 5, Perception: 3, Pistols: 2

Key Knowledge Skills: Corporate Politics: 4; Area Knowledge Denver (CAS Sector): 4(6); Shadowrunner Teams: 3

Cyberware/Bioware: None

Gear: 2 Ares Sliverguns (Smartguns, in Quick-Draw Holsters); Lined Coat; Smartlink Contacts

Uses: Corporate Procedures, Shadowrunner Haunts, Identifying affiliations

Places to Meet: CAS Sector Clubs

Contact: Commlink

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Corporate Fixer
Changeling Female

Connection Rating: 3

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Key Active Skills: Con: 4, Dodge: 2, Electronics Skill Group: 2, Etiquette: 5, Intimidation: 3, Negotiation: 5, Perception: 3, Pistols: 2

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Tabitha "Tabby" Morgan

Corporate Fixer
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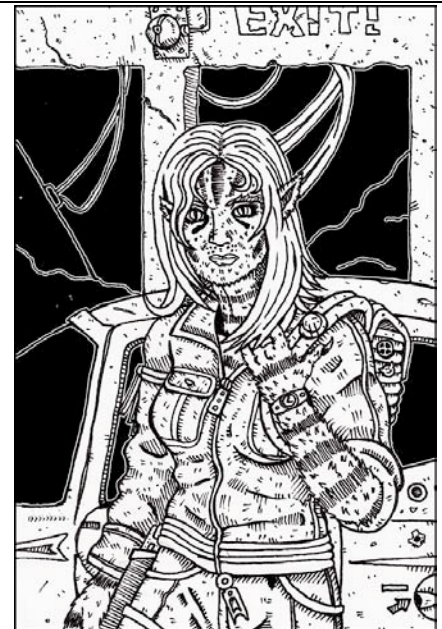
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Places to Meet: CAS Sector Clubs

Contact: Commlink



Player _____
Character _____

Year _____

Shadowrun Missions
Yearly Summary Sheet

SAMPLE	WK	JAN	FEB	MAR	APR	MAY	JUN
SRM00-01	1						
	2						
SRM00-02	3						
Healing	4						
		Free Week				Free Week	

Player _____

Year _____

Shadowrun Missions
Yearly Summary Sheet

Character _____

SAMPLE	WK	JUL	AUG	SEP	OCT	NOV	DEC
SRM00-01	1						
	2						
SRM00-02	3						
Healing	4						
		Free Week				Free Week	

Player: _____ **Date:** _____
Character: _____ **Location:** _____

Table Level

Green Veteran
 Streetwise Elite
 Professional Prime

Synopsis Who said you should never mix business with pleasure? After dealing with a timeless love story, the runners hit a casino and brothel to steal a file. So, get ready to indulge in a little high-stakes gambling and spend some time in the tender care of the "employees." Just don't forget it's a job!

Mission Results

Mayuri was liberated. remained under contract.
 was killed. was reprimanded by the Yakuza.
The file was recovered and delivered. left with the Yaks.
Other Notes on Reverse:

Faction	
Mafia Chavez	Enemy ○○○○○■○○○○○Ally
Mafia Casquilho	Enemy ○○○○○■○○○○○Ally
Yakuza	Enemy ○○○○○■○○○○○Ally
Triad	Enemy ○○○○○■○○○○○Ally
Koshari	Enemy ○○○○○■○○○○○Ally
Kirillov Vory	Enemy ○○○○○■○○○○○Ally
Fomin Vory	Enemy ○○○○○■○○○○○Ally
Godz	Enemy ○○○○○■○○○○○Ally
Fronts	Enemy ○○○○○■○○○○○Ally

Team Members					
Player	/	Character	Player	/	Character
Player	/	Character	Player	/	Character
Player	/	Character	Player	/	Character
Player	/	Character	Player	/	Character

Karma

Previous Available

Earned

Spent

Remaining Available

New Career Total

Advancement	
Ability Gained	Karma Cost

Nuyen

Previous Available ¥

Earned ¥

Spent ¥

Remaining ¥

Reputation

Street Cred Notoriety Public Awareness

Contacts/Special Items Gained or Lost

Sunshine
 Tabby

GM's Name: (PRINT) _____ **GM's Signature:** _____

